Fallout

THE ROLEPLAYING GAME

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QUICKSTART

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MODIPHIUS® ENTERTAINMENT

Lead Designers
Nathan Dowdell, Sam Webb

Additional Design by
Virginia Page

Writers
Nathan Dowdell, Donathin Frye, Sam Webb

Editor
Carol Darnell

Graphic Designers
Michal E Cross, Tom Hutchings, Stephanie Toro

Layout
Roxanne Thompson, Michal E. Cross

Art Director
Sam Webb

Cover Artist
Michal E Cross

Proofreaders
Bryce Johnston, April Hill

Project Managers
James Barry, Virginia Page

Production Managers
Peter Grochulski, Sam Webb

Bethesda Artwork and Staff
Michael Kochis, Laura Martson, Emil Pagliarulo, Spencer Weisser, Jessica Williams, Calvin Yang

MODIPHIUS ENTERTAINMENT

Chief Creative Officer
Chris Birch

Chief Operations Officer
Rita Birch

Managing Director
Cameron Dicks

Head of Product
Sam Webb

Head of Creative Services
Jon Webb

Creative Coordinator
Kieran Street

Financial Controller
Luc Woolfenden

Logistics and Production Manager
Peter Grochulski

Art Directors
Kris Auburn, Ariel Orea, Rocío Martín Pérez

Studio Coordinator
Rocío Martín Pérez

Photographer
Fátima Martín Pérez

Lead 3D Designer
Jonathan La Trobe-Lewis

Senior 3D Designers
Colin Grayson, Christopher Peacey, Domingo Díaz Fermín

3D Designers
Ben de Bosdari, Joana Abbott, Sean Bullough

Lead Graphic Designer
Michal E. Cross

Graphic Designers
Christopher Webb, Mark Whittington, Stephanie Toro Gurumendi

Audio and Video Producer
Steve Daldry

Development Coordinator
Jason Enos

Developers
Ethan Heywood, Jono Green

2d20 Developer
Nathan Dowdell

QA Testers
Dominic Westerland, Nathan Perry, Samantha Laydon

Senior Project Manager
Gavin Dady

Project Managers
Ben Maunder, Daniel Lade, James Barry

Assistant Project Managers
Haralampos Tsakiris, Matias Timm

Operations Manager
Benn Beaton, John Wilson

Factory Manager
Martin Jones

Senior Production Operative
Drew Cox

Production Operatives
Alex Taylor, Anthony Morris, David Hextall, Luke Gill, Joshua Froud-Silverstone, Miles Turner, Thomas Bull, Warwick Voyzey

Customer Service and Accounts Manager
Lloyd Gyan

Events Manager
Gregoire Boisbelaud

Distribution and Key Accounts Manager
Gary Moore

Marketing Coordinator
Shaun Hocking

Customer Support Representative
Chris Dann

Webstore Manager
Apinya Ramakomud

Bookkeeper
Valya Mkrtchyan

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Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Rd,
London SW6 4QP, United Kingdom

www.modiphius.net

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Introduction

WELCOME TO THE WASTELAND

WAR. WAR NEVER CHANGES

The United States of America is no more. It was destroyed when the world's nuclear warheads were launched. The ensuing apocalypse brought an end to both the Great War and the civilized world. In its place exists the Wasteland, an irradiated landscape pockmarked by ruined cities, decaying civilizations, and pockets of desperate survivors. It is inhabited by a variety of mutated creatures, horrific beasts, and undying ghouls. The radiation from the detonations spread quickly. Everything that wasn't killed immediately was irradiated, and most of the country's diverse plant and animal life was wiped out.

Survivors work to reclaim what little they can and salvage what they cannot rebuild. Civilization is starting to take root again and certain areas of the country have reached a level of stability that might even be called comfortable, at least for the rich and powerful.

Disparate factions have begun to split off as these communities have grown. Each faction looks to make its own way, and some are far more dangerous than others. By far, the most dangerous are the Raiders. They place no value on any human life but their own. Yet civilization has begun to flourish, despite the opposition.



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Trade, economy, and even government have begun in some areas of the wasteland. Each community adapts or adjusts its own governmental system according to its needs. Merchants travel protected routes, trading at cities across the wasteland. The merchants have created a new currency in the form of bottle caps ('Caps').

Life in the wasteland is harsh. The sun beats down hard and the radiation is intense. Clean water and food are rarities. Most survivors have been forced to adapt to dirty water and irradiated food. Surviving alone is difficult at best, but living in a community comes with its own struggles.

WHAT IS IN THE QUICKSTART?

This quickstart contains a how to play section, pre-generated characters, and Machine Frequency, a starter adventure. It includes all the information needed to start playing in the wasteland!



WELCOME TO THE COMMONWEALTH

The default setting for ***Fallout: The Roleplaying Game*** is the Commonwealth. This is the same setting as the *Fallout 4* videogame. Many of the locations, characters, and aspects of the Commonwealth in this book are presented from a 'start of game' perspective. This means that they are a blank slate, without any impact from the in-videogame character choices. Some exceptions are made, and often this is noted in the text if a place or character is dependent on another event happening. The setting is presented in this way so that you have the freedom to explore and craft your own stories and quests in any way you desire.

Gamemasters who are familiar with the *Fallout* setting may wish to run games in other time periods or one of the other wastelands seen throughout the *Fallout* series.

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WHAT YOU NEED TO USE THIS BOOK

You'll need a few things to begin your journey across the wasteland. Once you've assembled everything listed here, you can begin!

PLAYERS AND A GAMEMASTER

You will need a few players (we recommend 3 to 5) and one gamemaster. Each player picks a character, and together they form a group that travels together across the nuclear wastes. The gamemaster takes on the role of running the game. They play all the other characters, set the challenges the players face, shape the plot of the campaign and adjudicate the rules.

CHARACTER SHEETS

Each player needs to choose one pre-generated character from those included in the quick start. We recommend filling them in using pencil, as information about your character may change as the game progresses. The GM will need to read through the quick start and the adventure first so they know what the players will be coming up against.

DICE

Fallout: The Roleplaying Game uses two types of dice, which can be easily found online or in gaming stores. The first is a twenty-sided die (called a d20) and and the second is a regular six-sided die (called a d6).

Ideally, you want at least two d20s per person. If your dice supplies are limited, the group can make do with sharing a set of d20s. You'll never need to roll more than five d20s at once.

You will also need at least four d6s. When these dice are used in the game, they are called Combat Dice and are abbreviated to  throughout this book. We recommend using the custom d6s created for ***Fallout: The Roleplaying Game*** which can be bought from modiphius.net. The symbols featured on the die faces have various meanings, which are explained later and make for easier reading of results. If you don't have the custom dice, you can use normal d6s with numerical faces and reference the table on page 23 for the results.

TOKENS, CHIPS, OR CAPS

You will also need some counters to keep track of Action Points. You can use poker chips, beads, or other tokens to represent these. You can even use caps available from modiphius.net to represent Action Points if you want to go all-in on the *Fallout* theme!

If you don't have any tokens to hand, you can track Action Points on a piece of paper. While this makes it a little harder to visualise, providing you have one player at the table keeping track of the players' Action Points and the gamemaster keeps track of their own, this method also works just as well.

PAPER AND PENCILS

Lastly, you're going to want to have some spare paper and some pencils. Not only will you want to fill in your character sheet, but you'll want to record notes during your game sessions.

You may discover information from the gamemaster about a character or place, or want to note down things about your quests as they happen. Some players use spare paper and keep this with their character sheets. Other players may find using digital note-taking easier, or use a journal or notebook specifically for their game.

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Chapter One

CORE RULES

TABLETOP ROLEPLAYING

When you play a tabletop roleplaying game, your **gamemaster** (also called the **GM**) and fellow players are asking you to share your own story of exploring the post-nuclear wasteland, where mutated monsters lie in wait around every corner and fellow survivors harbor a deep suspicion of others. As a group, you will travel ruined highways and ramshackle towns, completing quests, and building settlements by describing what your character does as an improvised story. When you want to accomplish something in this story, you'll use the game rules to resolve whether you succeed or fail at your task.

In any situation where your character's success is in doubt, their failure is interesting, or they are at risk, you need to attempt a **skill test**. A skill test is a moment in the game where the rules are used to resolve a situation or conflict, but once that's figured out the gamemaster continues narrating the scene based on your actions, and might describe how their non-player characters and creatures react.

This mode of play is freeform, where each player can act freely in no particular order, and fictional time passes as it makes sense to the actions your group attempts. When you begin fighting, play is divided up into rounds and turns, with each player taking a turn, and each round representing a short period of time in which every character gets to act.

The Gamemaster

The gamemaster is another player at the table with different responsibilities to everyone else. They run the game, roleplaying as non-player characters and creatures, asking for skill tests, interpreting their results, and describing what happens as you explore the wasteland.

It's their job to introduce the story, respond to your character's actions, and decide how non-player characters respond, but they use these core rules as well when taking actions with the NPCs.



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SKILL TESTS

A skill test is a method of resolving an action you want your character to attempt. You roll some dice and the results tell you whether you succeeded, failed, or complicated the situation.

When the gamemaster asks you to attempt a test, they're asking you to check your character's attributes, roll a pool of 2–5 twenty-sided dice (also called d20s, presented as Xd20 where X is the number of d20s you roll), and get more successes than the gamemaster needs for you to pass the test.

Skill Test Summary

Add up your **Attribute + Skill** combination

Check the **difficulty**

Want to **buy d20s** using Action Points?

Roll the dice

Count your successes.
Did you get enough compared to the difficulty?

Any extra successes become
Action Points to spend or save

ROLLING THE DICE

1. **CHOOSE ATTRIBUTE + SKILL:** The gamemaster chooses which attribute and skill from your character sheet are appropriate for your test. Add together the attribute and the skill chosen: this is your **target number** for each d20. You can suggest which **attribute + skill** might apply, but the GM has the final say.
   - Your target number is the number each d20 must roll equal or under to generate one success.
2. **SET THE DIFFICULTY:** The gamemaster sets the **difficulty** for the test, normally between 1 and 5. The difficulty is the number of successes you must generate with your d20s to pass.
3. **ROLL THE DICE POOL:** Assemble your dice pool. You start with two d20s, but you can buy up to 3 more d20s by spending **Action Points** (see p.14). After you've added any extra dice from spending Action Points, roll the entire dice pool.
4. **CHECK FOR SUCCESSES:** Each d20 that rolls equal to or less than your target number scores one success. Any d20 that rolls a 1 is a **critical success**, which is worth two successes.
   - Each d20 that rolls a 20 generates a **complication** (see p.11)
5. **CHECK SUCCESSES AGAINST THE DIFFICULTY:** If the number of successes you scored equals or beats the difficulty of the test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.
   - Each success above the difficulty becomes an Action Point, (see p.14).
6. **GET THE RESULT:** The gamemaster describes the outcome, and if the test was successful you can spend Action Points to improve the result further. After that, the GM introduces any complications.

***Example:** Nate needs to find out if Codsworth is okay, as he's been on his own for 200 years. His test is difficulty 1, and he must use CHA + Speech (7 + 2 = 9). Nate's player rolls 2d20, checking the results separately, and rolls a 5 and a 19—because the 5 is equal or below Nate's target number, he scores 1 success, and passes the test. Codsworth describes how hard it's been to try and keep the house clean for two centuries…*



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